```java
public class Logger {

    // private static variable of the same class that is the only instance of the class

    private static Logger logger;

    // private constructor to restrict instantiation of the class from other classes

    private Logger() {}

    // static method to provide the global point of access

    public static Logger getInstance() {

        if (logger == null) {

            synchronized (Logger.class) {

                if (logger == null) {

                    logger = new Logger();

                }

            }

        }

        return logger;

    }

    // method to log messages

    public void log(String message) {

        System.out.println("Log message: " + message);

    }

}

// Usage

public class Main {

    public static void main(String[] args) {

        Logger logger1 = Logger.getInstance();

        Logger logger2 = Logger.getInstance();
```

```
        logger1.log("This is a log message.");

        System.out.println("Are logger1 and logger2 the same instance? " + (logger1 ==
logger2));

    }

}
```